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Command center of a doomed vessel



The Brunali
Battling the Borg



Gedrin Aids the U.S.S. VOYAGER
Reawakened Vaadwaur fights for peace



ALIEN DOCKING PROCEDURES
Linking ships throughout the Galaxy

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THE OFFICIAL STAR TREK[®] FACT FILES



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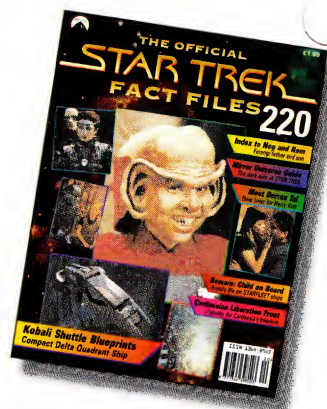
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

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THE BRUNALI



OTHER GROUPS
AND RACES

Self-preservation is the goal of any species facing a hostile universe, and the Delta Quadrant race known as the Brunali is no exception. The society must make a shocking choice between the future of its world and that of one of its sons.

On the surface, the Brunali appear to be a simple, agrarian people, determinedly eking out a farming life on a battered Delta Quadrant planet. They have, however, achieved a surprising level of success under very challenging circumstances.

The Brunali homeworld is a dusty brown planet when seen from space, with wide oceans dividing several large land masses. Agrarian enclaves, none of which has a population of more than 10000, are scattered around the scrub and grassy plains of the Northern Continent. The reason for this concentration of settlements in the arid north is unknown.

The planet lies in a very unfortunate location: less than one light year from the terminus of a **transwarp conduit**, the means by which the feared **Borg collective** travel the Galaxy. The Brunali have thus suffered many Borg attacks over recent decades, including one each in the years 2367, 2370, and 2375.

Battling the Borg

Any Borg incursion is potentially fatal, but the Brunali people have somehow regrouped from these attacks. They put behind them the assimilation of their friends and the loss of their newest technology – which they take great pains to hide from Borg sensors – and

press forward with their lives. Their philosophy is that this planet is their home, and they will never leave it.

The surface of the Brunali world has been ravaged by the attacks. Many 'footprints' of the Borg are in evidence, such as giant craters in the ground where entire communities have literally been scooped out by Borg vessels. Debris litters these craters, while all around them are the shattered remains of

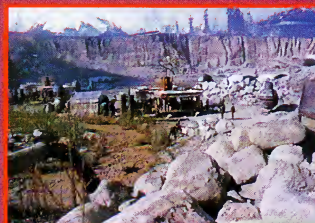
New, small settlements have grown up close to the devastated old ones, so that as much equipment as possible can be salvaged from the craters.



The Brunali are a race of humanoids whose main defining feature is a facial ridge that rises up from the top of the nose to the hairline, bisecting their forehead.



A series of Borg attacks have left the surface of the Brunali homeworld littered with wide craters.



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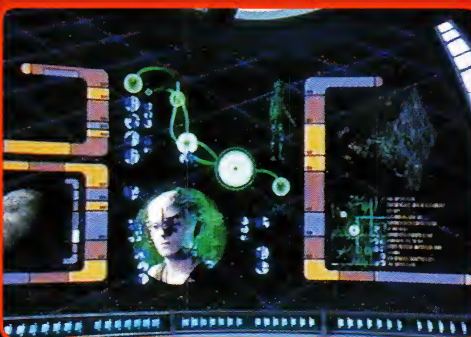
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A RACE OF FARMERS

Peaceful appearance

Brunali physiognomy is very similar to that of human beings, with only minor differences in the bones of the skull setting the two races apart. Most of the people are farmers, and dress in appropriately simple apparel: roughly woven garments of earthy colors. The men wear pants and tunics or open shirts, while the women favor simple dresses, sometimes with jackets.



The U.S.S. VOYAGER visits the Brunali homeworld to deliver young Icheb back to his parents. The crew have no idea that he was sent to the Borg deliberately and will be returned to them again.

Detailed analysis of the biological weapon embedded in Icheb's DNA reveals how the resourceful and desperate Brunali hoped to end the Borg threat once and for all.

Race	The Brunali		
Quadrant	Delta	Class	M
Designation	Brunali homeworld		
Environment	The temperate Class-M conditions on the Brunali homeworld should make the planet an ideal location for a simple agrarian society, but survival is a constant struggle against the Borg.		
Technology	The Brunali are a technologically sophisticated race, but most of their expertise is focussed on developing crops that will grow in soil irradiated by Borg attacks.		
Starship log	STAR TREK: VOYAGER 'Child's Play'		

GALAXY FACTS

▶ The Brunali homeworld is located in a system close to the Oledis cluster, the star Kelsen III, and a constellation of six stars known as the Great Horn.

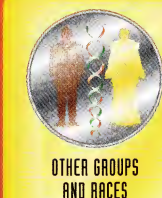
▶ Pomo, a kind of dumpling surrounded by vegetables or berries, is one of the local dishes. It was Icheb's favorite food when he was little.



buildings and other structures. The remaining dwellings are built out of rough bricks, and furnished with very basic amenities such as wooden tables and chairs. Some have skylight windows in their roofs, allowing the occupants to gaze up at the stars. The society manages to produce electricity for lights and other basic utilities.

Brunali society is a model of peaceful endeavor based on order and mutual effort, though the form of government is unspecified. The children attend school and play field sports such as 'pala,' while trained physicians look after the health of the local people.

The settlements are often established on the



OTHER GROUPS
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THE BRUNALI



OTHER GROUPS
AND RACES



▶ The Brunali are familiar with most of the technology aboard VOYAGER.

▶ Icheb finds the simple culture of the Brunali rather dull.

▶ Small trading stalls are set up in traditional markets across the planet's surface, selling fruit and vegetables.

▶ Brunali dwellings are more like the temporary tents of nomadic cultures than the cities of more sophisticated races.



rim of the craters, perhaps to allow easy access to whatever technology and provisions are left in the ruins of their larger cities. The focus of these hives of activity are the fertilization arrays in the fields. Large vegetable cultivation bays, which produce food to support the Brunali, are sheltered from the sun by overhead shades.

Life in the fields

The people apparently have access to a source of fresh water for their vegetables, with valves to control the flow; this contrasts with the muddy water gushing freely from broken pipes or aqueducts.

Various instruments are used to attend to the crops,

but the most crucial tool is a large genetic resequencer at the heart of the plant cultivation bays. This allows the DNA of certain plants to be altered to conform with environmental conditions, and to withstand the gamma radiation that lingers from the devastating Borg attacks.

The Brunali claim that their technological resources are limited. They are much more capable than they appear, however, and a good deal more cunning. Genetics is one of their specialist areas, allowing them to develop the sophisticated techniques that assist with the growth of their crops.

This skill plays a key role in their fight against the



Borg. In the late 24th century, the Brunali genetically engineer one of their children, **Icheb**, from birth, to produce a pathogen deadly to the collective. The boy is, in effect, a living weapon. The race then modifies one of their basic transport vessels to emit a false **warp 9.8** energy signature, strong enough to penetrate **subspace** and act as bait for the Borg. Icheb is placed aboard to await assimilation – after which he will spread the pathogen.

A chance for survival

The dubious morality of this plan is obviously a source of remorse for the Brunali, but the beleaguered race see this as their only option. The Borg come and take their technology every time they rebuild and begin to make progress; their rationale is that they are simply trying to defend their way of life.

In this way, they share a ruthless efficiency with their deadly enemy.

The plan comes to fruition in 2374, and leads to the deactivation of the **Borg cube** into which Icheb is integrated. The boy is afterward liberated by the crew of the **United Federation of Planets** starship **U.S.S. Voyager NCC-74656**, and returned home, where he expects to remain with his family and help them rebuild their world. The Brunali have other plans, however, and history repeats itself as they sedate the boy and send him to the Borg once more.

The **Voyager** crew manage to rescue their adopted son, but this leaves the future of the Brunali uncertain. The enterprising race claims to have no option left, but they have survived under the baleful gaze of the Borg for generations, and doubtless will continue to do so.

THE ULTIMATE WEAPON

Parental supervision

Icheb's parents, Lucon and Ivey, at first appear to be pleased to have their son returned to them. They make every effort to welcome him, preparing his favorite meal and spending time aboard the **U.S.S. Voyager** getting to know him. They claim that Icheb was assimilated during an unauthorized visit to the fertilization array at the time of a Borg attack.

The pair are divided on whether they should go through with the plan involving Icheb a second time. Ivey is its strongest proponent, where as Lucon is clearly anguished at the choice facing them. In the end, they display a brutal practicality: they hold their son down to drug him for his journey. They may be taking away Icheb's future, but their justification is that they are preserving their race. Icheb finds it in himself to forgive his parents, but wonders if they and his world will ever be able to forgive him for not fulfilling his 'destiny'.



▶ Icheb's parents hold him down and drug him so that they can send him to the Borg once again. They do love him, but see no other way to save their race.



▶ The desperate Brunali couple know they have little choice of gaining the sympathy of the horrified VOYAGER crew.

▶ VOYAGER is prepared to take on the BORG SPHERE in the hope of rescuing Icheb, even though abandoning him may destroy the entire collective.





OTHER GROUPS
AND RACES

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MORDAN IV



OTHER GROUPS
AND RACES

Petty tribal rivalries on Mordan IV lead to half a century of civil war. The situation is made even more tragic by the advanced weaponry put at the warring factions' disposal by a well-meaning, but misguided, Starfleet negotiator.

In 2319, civil war erupted on the previously peaceful planet of **Mordan IV**. Hostilities lasted for a period of 40 years, and the consequences were devastating. Mordan IV's leading city was virtually destroyed, leaving the population to survive in a rabbit-warren of tunnels beneath what was once their homes. At the outset of the civil war, Mordan IV was a planet with a reasonable level of technology and sophistication.

Socially, the population was grouped into tribal units with the majority under the control of a single family. In one such family was a man named **Karnas**,

who ascended to the rank of **peretor** and assumed leadership of the group when his father, the chief, was assassinated by a rival clan led by **Peretor Singh**.

The beginning of the end

In order to avenge the murder of his father and increase his position of strength among the various tribes, Karnas conceived a plan whereby he captured a starliner, and held the passengers from it hostage. Their lives were under threat unless Karnas was provided with weapons enabling him to bring the other tribes on Mordan IV under his control. He murdered two **United Federation of Planets**

negotiators before being faced by **Commander Mark Jameson**. The official records, falsified by Jameson, note that he secured the release of the 63 hostages through successful mediation. The truth, however, was that in breach of all **Starfleet** protocols and the **Prime Directive**, Jameson provided Karnas with the weapons he wanted in order to secure the release of the hostages. The agreement was sealed by Karnas scarring Jameson's left wrist.

Providing a balance

To ensure that Karnas was not left with the upper hand on Mordan IV,

Karnas rises from clan leader to Governor of Mordan IV. He is sanctioned by the United Federation of Planets.



Mordan IV has a history of taking Federation personnel hostage in order to draw Starfleet into its disputes.



Jameson provided the same weapons in equal quantities to each of the peretor's rivals. This misguided even-handedness was done with the best of intentions, but it

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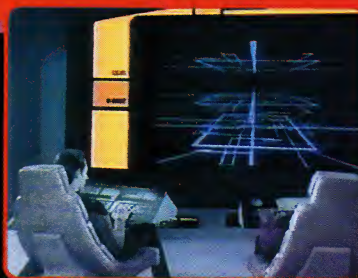
LIFE UNDER GROUND

The Tunnels of Mordan IV

The extensive network of tunnels that runs beneath Mordan IV's main city has great historical significance. During the 40 years of civil war, the tunnels provided refuge and accommodation to two generations, while continual bombardment and fighting demolished their homes and environment above. The tunnels were all given specific designations, and intersected with each other over various levels. Once its safety was proven, the network was extended.

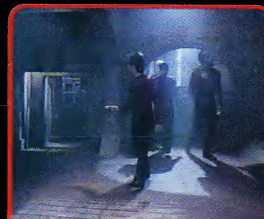
The tunnels survive the war, and still exist in 2364. They are substantial structures, reinforced with metal in places. They are illuminated throughout from above, and carefully maintained, containing piping and conduits that service new constructions built overhead. One tunnel, designated M4, runs directly under the governor's residence. It is not considered a main tunnel, but is nonetheless a substantial structure; it is wide enough for motor traffic to drive through, and contains several areas seemingly once used for storage. This tunnel originally intersected with several others, but has been blocked off since 2362 by means of metal doors, which, while substantial, are by no means impassable. The doors are not resistant to phaser fire.

The crew of the U.S.S. ENTERPRISE study a schematic of Mordan IV's extensive, multi-levelled tunnel network, before beaming down to the planet.



The tunnels are wide structures, through which several people are able to walk side by side.

Many of the tunnels are now disused, and as a result they are dusty and often poorly lit. This provides a likely holding area for the hostages.



Designation Mordan IV
Class M **Quadrant** Alpha
Governor Karnas

History A relatively peaceful history was punctuated by minor clan squabbles, but 50 years ago this escalated into a full-scale civil war that devastated the planet.
Government Mordan IV is now united under a single leader: Karnas, the man who emerged from the civil war victorious.
Technology The population has achieved a relatively high level of technological sophistication.
Starship log STAR TREK: TNG 'Too Short a Season'

GALAXY FACTS

▶ At the beginning of the civil war on Mordan IV, Karnas was but one of a number of 'peretors' leading family clans. Other influential leaders among the clans at the time included Arden and Gilmore. Another, Singh, ordered the assassination of Karnas's father, inadvertently initiating the 50 years of civil war that devastated the planet.

▶ Much of the main city of Mordan IV has been rebuilt, but the land around it is still barren, a result of years of bombardment.

plunged Mordan IV into four decades of civil war that cost millions of lives.

Karnas was eventually able to conquer all his rivals, and since 2359 has been the governor of Mordan IV with Federation approval. The five years succeeding his victory have seen Mordan IV progress to a state of productivity that finally equates with the planetary requirements, but allows for no surplus.

The planet itself still bears the scars of decades of conflict. The main city has been rebuilt to habitable standards, but many subsidiary cities still lie in ruins. The loss of population caused by the civil war may mean that many will stay that way. The substantial number of graveyards scattered across Mordan IV bears mute testimony to the consequences of protracted civil war.

Appropriating blame

Once Karnas has brought the planet back to an acceptable subsistence level, he turns his mind to revenge. He bears a grudge against Jameson, blaming him not only for the initial deceit, but for the duration of his planet's civil war, the many millions of deaths that it caused, and for the scarring of the surface.

In 2364, Karnas takes the Federation's **Ambassador Hawkins** hostage, along



OTHER GROUPS AND RACES

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MORDAN IV



OTHER GROUPS AND RACES



▶ Karnas operates from a rather Spartan office. He has formidable guards standing close by at all times.

with his full complement of back-up staff. His message to Starfleet lays the blame squarely at the feet of an unnamed group of dissident terrorists. He claims they will not negotiate with him for the release of the hostages, and will only do so with the now-Admiral Jameson. Jameson has six days in which to travel to Mordan IV; should he not arrive within the allocated deadline, the 'terrorists' will execute the hostages in a particularly painful manner.

Karnas communicates directly with Jameson on an open channel to relay the terrorists' 'demands.' He claims that they are of the opinion that, should they stir up enough trouble, then the Federation will involve itself in the situation and

remove Governor Karnas from his position.

Later, talking with Jameson on a secure channel prior to his arrival, Karnas drops the pretense of the terrorist group and admits culpability for the situation. Before Hawkins had taken up residence on Mordan IV, he had been thoroughly briefed on the cultural, social, and political situation by Jameson, and it was from the ambassador that Karnas learned that the man who had 'deceived' him was still alive.

The working environment Karnas occupies is mute testimony to the ravages of civil war. His 'office' may afford enough space for most small ambassadorial functions and meetings, but the area is sparsely furnished, containing little

▶ Deep craters and abandoned structures bear testimony to the long years of civil war, in which millions died.



more than a centrally located desk for Karnas. There are no places for his colleagues to sit and relax – it is hardly the office one would expect a planetary ruler to occupy.

Karnas's office extends out from the side of the building in which it is located, and affords clear views over the devastated landscape. This is a constant reminder to both Karnas and his visitors of Mordan IV's recent violent history.

Solution at last

The hostage situation is settled on Mordan IV, as demanded, although not in the manner that Karnas had envisaged. He is prepared for a rescue attempt, and a group of his soldiers armed with Federation **phasers** manage to repel a small invasion force transported

down to the tunnels beneath the main city. Karnas demands personal contact with Admiral Jameson, and initially refuses to believe that the man who stands before him is not an impostor, as he is much too young. The sight of the wound Karnas gave Jameson years before convinces him that this is indeed Jameson – who has regressed in age due to a youth treatment. Karnas intended to execute the Starfleet officer in revenge, but instead witnesses Jameson's death from the effects of a disease that has ravaged him. Conceding that this is the final act of the civil war, Karnas permits Jameson to be buried on Mordan IV, and releases all the Federation embassy staff unharmed.



▶ The Federation hostages are held away from prying eyes in an underground cavern.



▶ Karnas wants to have his revenge on Mark Jameson, refusing to believe that the war was just as much his fault as the negotiator's.

THE WRONG DECISION FOR THE RIGHT REASONS

Mark Jameson and Mordan IV

Mark Jameson was a young Starfleet officer on the fast track to the admiralty, and his private life was as successful as his career progression. His acclaimed role in the hostage crisis on Mordan IV came shortly after his marriage to Anne in 2314; the couple would remain happily married for 50 years. Ironically, Jameson's involvement with Mordan IV would throw a cloud over his marriage, as well as the repercussions it would have for his career. From that point on, Starfleet's demands on him meant that the only time he had for his wife was the short breaks between missions. Anne was looking forward to retirement with her husband, but his desire to return to Mordan IV leads him to undergo illegal rejuvenation treatments to counteract the effects of the rare and fatal Iverson's disease from which he suffers. He obtains enough of the serum to enable both he and his wife to enjoy restored vigor, but when it comes to a turning point, he makes the fatal mistake of taking the entire dose himself. Mark dies in Anne's arms on Mordan IV, the scene of his greatest triumph and hidden failure.



▶ The serum restores Jameson's youth, but the dose he takes proves fatal, robbing his loving wife of their retirement years.

▶ Admiral Jameson obtains an illegal youth serum for his retirement. He takes it earlier than intended, in order to face Karnas on Mordan IV.





ROLES WITHIN STARFLEET

SCIENCE OFFICER

DUTIES AND ROLE

Scientific knowledge is essential to virtually all of Starfleet's missions. Every ship in the fleet can count a number of specialists among its crew, and some are dedicated science vessels with a very specific complement.

Space travel in general, and in particular the exploration of space, relies on the personnel involved having knowledge of a number of different areas of science and technology. This ranges from advanced mathematical algorithms, used in the employment of warp drives, to the configuration and maintenance of a vessel's highly complex computerized systems. All Starfleet personnel, regardless of eventual rank or duty, undergo training in many aspects of science before they are allowed to operate as part of the crew on a starship or space station. This general basis of knowledge can then be built upon by officers with a specific interest in a particular science, enabling them to train as a mission specialist from early in their career. The role-oriented structure that characterizes Starfleet provides plenty of opportunities for such dedicated officers to follow the promotion chain all the way up, eventually becoming a departmental head aboard a vessel or facility, or even to take the captain's chair.

Evolution of a role

The senior science officer has been an integral part of Starfleet crews for more than a century, providing an invaluable service to senior officers and answering directly to the commander or captain of a starship. The science officer is the individual responsible for overseeing scientific investigations, and for providing the captain with scientific information that may be required to make a correct and relevant command decision. The relative importance of this role differs according to the nature of the vessel or station on which the science officer is assigned; a Starfleet vessel primarily designated as a research vessel will, by its nature, have a very high concentration of scientists aboard compared to vessels with a

secondary scientific function. The role carried out by the senior science officer outside of the coordination of experiments and research programs will depend entirely on their rank. One particularly good example of this is **Spock**, the science officer aboard the **U.S.S. Enterprise NCC-1701** during the mid-23rd century. Quite apart from his role as scientific adviser to **Captain James T. Kirk**, his experience and length of service has also seen him promoted to first officer; he is second-in-command of the **Constitution**-class vessel.

Science in the 24th century

This contrasts with the team of science officers on the **Galaxy**-class **U.S.S. Enterprise NCC-1701-D** a century later: the science station on the bridge is manned by a number of different personnel, none of whom has particular seniority compared to the other bridge officers. In 2370, **Ensign Taitt** happens to be on duty when the vessel comes under serious threat from an alien craft. Taitt's knowledge of solar dynamics helps to remove the danger: she applies the theories from her senior honor thesis to the production of a solar fusion disruptor that destroys the enemy ship.

The huge amount of experience a science officer can gain while on active duty is further reflected in the promotion prospects after such a position. Many classes of starship have permanent science stations on the bridge that



Spock held the position of science officer and second-in-command aboard the original U.S.S. ENTERPRISE. He carried out his scientific duties from a dedicated station on the vessel's main bridge.

are tied into the main sensors and the ship's library computer system, later replaced by **LCARS**. This prime position allows the science officer to not only coordinate the efforts of the various scientific teams and departments aboard the vessel, in particular those of the chief engineer, but also to witness and participate in a wide range of events that take place within the central command area. It is little surprise therefore that Spock is eventually promoted to captain after several years in this position, as is **U.S.S. Voyager NCC-74656's Captain Kathryn Janeway**, who served as science officer on the **U.S.S. Al-Batani NCC-42995** under the command of **Captain Paris**.

The **Constitution**-class **U.S.S. Enterprise NCC-1701** has 14 science laboratories, and is superbly equipped for research even though it is not specifically a science vessel. The ship is designed primarily for exploration and diplomatic functions, but the need for a comprehensive



The U.S.S. GRISSOM is a dedicated science vessel with a crew chosen for their scientific expertise, including civilian Genesis Project expert David Marcus, and the Vulcan Lt. Saavik.



The U.S.S. ENTERPRISE NCC-1701-D has a number of specialist science departments, each with its own head. Lt. Commander Neela Darren heads the Stellar Cartography department.



Jadzia Dax, the science officer aboard DEEP SPACE NINE, holds degrees in a number of scientific disciplines. Much of her work aboard the Cardassian-built space station is based in her laboratory.

FILE 19 A Guide to FEDERATION STARFLEET

suite of facilities is a high priority, nevertheless, and this is still the case a century later. The science officer aboard the *Galaxy-class Enterprise* is responsible for the efficient running of all scientific departments aboard the vessel, which include an aquatic laboratory and an extensive arboretum.

Science officers often graduate from **Starfleet Academy** with their own speciality – **Science Officer Jadzia Dax** of *Deep Space Nine* has distinctions in exobiology, zoology, astrophysics, and exoarcheology – but senior science officers must also have a working knowledge of many other disciplines in order for them to carry out their duties effectively.

Liaison with scientists from within and outside the **United Federation of Planets** is also a major part of the role, and includes

furnishing specialists with the facilities and equipment they may require while working on the vessel in which their research or experiments are being conducted. This puts a huge burden on the science officer, as they have to be aware of new developments. Much of their time will be spent maintaining their own knowledge and constantly building upon it, so that the information they give their commanding officers is as accurate as possible.

Science in the field

Science officers play a vital role in landing parties and away teams, advising on possible environmental and manufactured hazards. The teams are chosen at the captain's discretion, and a science officer will usually accompany senior officers, engineers, and security personnel on exploratory or information-gathering expeditions. Depending on rank, the science officer may also act in a diplomatic role alongside the commanding officer. They often take part in ship- or station-held conferences, or transport down to non-Federation planets. Science officers are often called upon to improvise answers to unknown situations and technology, calling on their expertise and knowledge under high-pressure situations some science officers, such as Jadzia Dax, even have to work with alien technologies and facilities as their primary equipment.

The science officer is often at the heart of potentially dangerous situations, and their fast thinking has helped save numerous Starfleet vessels and facilities.



Mr. Spock reprises his role as ship's science officer aboard the refit U.S.S. ENTERPRISE NCC-1701 in 2271.



Science officers often work in conjunction with members of other races, such as the Bajoran Dr. Mora Pol.



Wesley Crusher follows a science-heavy academic program at Starfleet Academy, and would no doubt have made an excellent science officer had he not chosen to abandon his studies.



Kathryn Janeway started her career as a science officer, and has always maintained an interest in science. Her specialist knowledge often proves invaluable on away missions.

DOWN IN THE DIRT

Away from the lab

Geology, stellar cartography, archeology, molecular biology, xenobiology, and medicine are just some of the areas in which science officers can specialize, and this knowledge is just as important off a starship as on it. Science officers have a variety of important roles to play in landing parties and away missions. They may be called upon to interpret data on atmospheric conditions, to determine whether the air is breathable or contains any dangerous bacteria; analyze weather patterns or fluctuations in gravity and radiation levels on a planet; or locate specific mineral deposits or energy signatures.



Into the Fire

A team of science officers is sent to *Bersallis III* in 2369, to assist with the evacuation of a Federation outpost that is under threat from firestorms.



Building a healthy environment

Science officers, and particularly doctors, often play an important role in first contact missions, or in the setting up of new Federation bases and outposts.

Safe?

Science officers are particularly important on away team missions to investigate remains of civilizations about which nothing is known. They can scan for and identify dangerous substances which may still pose a threat.



Alien Docking Procedures

The Galaxy is filled with myriad alien vessels and space stations. How easily personnel can transfer from one facility to another is an important factor in their efficiency and smooth running.

Every starship is designed to travel from one location to another as quickly and efficiently as the technology of the race that builds it allows. Just as important, however, is the ease with which the crew move from their vessel to another starship, starbase facility, or planetside base. The most efficient and simple way of effecting crew movement is by transporting to one facility to another, but this may not always be possible – due to the sheer numbers of passengers or quantity of material involved, or the lack of **transporter** technology on behalf of one or both of the participants. For this reason, most starships and starbases are equipped with extensive docking facilities.

The most important consideration when designing such docking ports is who will be using the facility. It is certainly possible for any docking port to be configured to allow contact with only certain types of craft, but for the most part it is much more efficient to use more general configurations that can be utilized by the starships of most races. An excellent example of this is the **Cardassian**-designed starbase now used by the **United Federation of Planets** and the **Bajoran** government as **Deep Space Nine**. The facility was built to be an ore processing station, and consequently saw

a constant coming-and-going of **Bajoran Cargo Vessels** as well as **Cardassian Warships**. Since its handing over to the Federation, even more races have used the station, from alien visitors such as the **Wadi**, to the **Klingon** and **Romulan** forces who station garrisons at **Deep Space Nine** during the **Dominion War**.

Docking options

Whatever the race of origin of the vessel, most dock with **Deep Space Nine** via either one of the station's main docking arms, or a series of smaller docking ports on the outer edge of the station's outer ring. Ships favoring the upper docking pylons tend to be those whose main docking ports are on their dorsal or ventral hull, while those using the center ring dock nose-first. In addition, small craft such as **Starfleet Runabouts** can land on a docking pad which is then taken inside the station, from where the crew can disembark in the same way as they would in a **Starfleet** vessel's shuttlebay.

The situation is even more diverse in the **Delta Quadrant**, and yet remarkably, even here the same basic principles apply. As a result, the **U.S.S. Voyager NCC-74656** has come across very few problems, and has been able to dock with most of the alien vessels and facilities it has encountered.



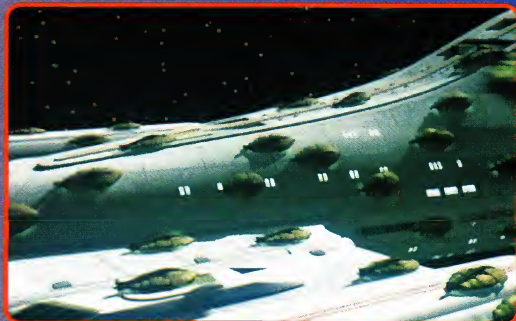
▲ The docking ports at **DEEP SPACE NINE** have a general configuration that allows a variety of alien vessels to dock there.



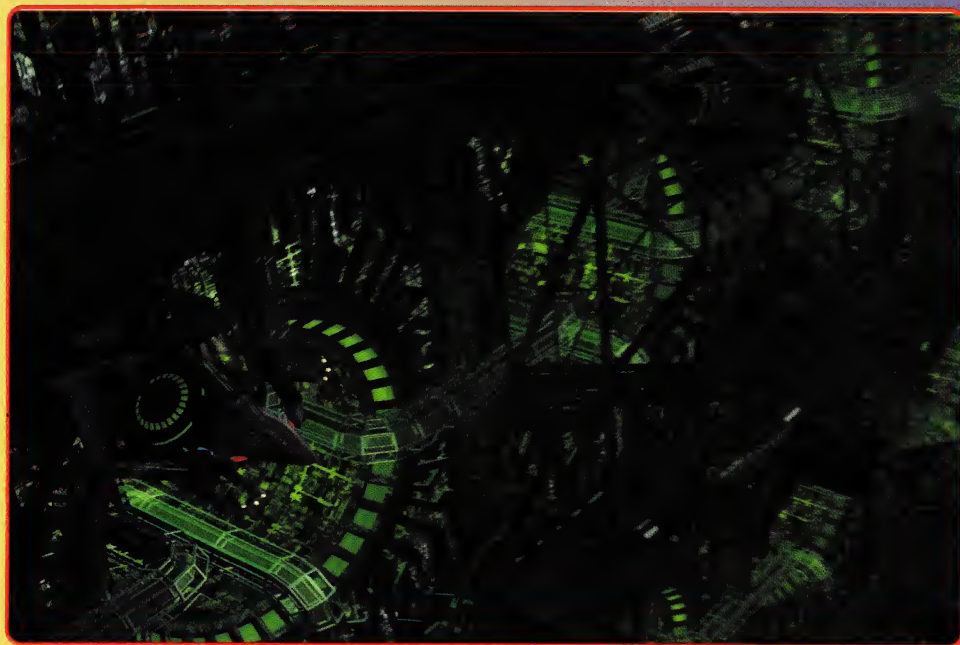
▲ The **U.S.S. VOYAGER** docks onto the side of the **VARRO GENERATIONAL SHIP** while its crew aid the aliens with repairs.



▲ Neelix's **TALAXIAN VESSEL** docks side-on to the **Akritirian** prison satellite known as **THE CHUTE** in 2373.



▲ Dozens of small **SWARM** vessels attach themselves to the outside of **VOYAGER** when the ship trespasses into their space.



▲ The **DELTA FLYER** is dwarfed by a huge **Borg** vessel with which it 'docks' by flying inside. The ship is usually kept in a shuttle bay inside **VOYAGER**, but, aboard the **Starfleet** vessel, it has nowhere near the room to maneuver afforded it by the **Borg** ship.



Alien Docking Procedures

Where *Voyager* has encountered problems, these have not generally been due to the design of docking mechanisms. For example, astronauts aboard a starship launched from a Delta Quadrant planet affected by a time differential have no trouble finding an exterior docking port on *Voyager*'s hull through which they can enter the Starfleet vessel. They easily force their way in through the portal, but are adversely affected by their inability to survive unaided in the Starfleet vessel's environment – a factor not taken into account when planning their docking procedure.

The only other major problems *Voyager* has encountered have come from races whose docking procedures damage the vessel in some way. The **Vidians** tend to snare ships by grabbing them in a huge metallic claw that prevents them from pulling away without ripping apart sections of the hull. The **Kazon** have an **Armored Shuttle** that 'docks' with target vessels by being fired, torpedo-like, through the other ship's hull. Once the hull has been breached, the Kazon pirates disembark and attempt to take over the target vessel. These are extreme circumstances, however, and should not be considered typical docking procedures for the Delta Quadrant.

Ship inside

A number of huge vessels have been encountered in the Delta Quadrant that are large enough that *Voyager* or the **Delta Flyer** can dock with them by flying inside and setting down in interior bays, in the same way its own shuttles would dock into the shuttlebays. Examples of this include the vast interior of the **Voth City Ship**, into which *Voyager* is taken in 2373. The floating metropolis is 11 kilometers long, and can easily accommodate the **Intrepid**-class starship. The interior of a **Borg** vessel similarly dwarfs the **Delta Flyer** in 2375. Few **Alpha Quadrant** vessels of this magnitude have been encountered, but only the scale has changed; the basic docking procedures remain the same.

In fact, similarity rather than difference is the rule in the vast majority of occasions. *Voyager* docks with facilities such as the **Markonian Station** (through a docking arm attached to the ship's dorsal docking port), and vessels such as the **Varro Generational Ship** (through the ventral docking port, which attaches to a similar port on the side of the *Generational Ship*), in exactly the same way it would with Starfleet facilities. Such occurrences are not just down to coincidence: there are simply some design ethics that cannot be beaten, no matter which side of the Galaxy one is on.



Several **SRIVANI VESSELS** seem to magnetically attach themselves to **VOYAGER's** hull while their crews beam aboard the Federation starship.

DEEP SPACE NINE was built by the Cardassians as an ore processing facility, but Starfleet vessels have no trouble docking with the station.

VOYAGER is one of a number of alien vessels that docks with the vast **MARKONIAN STATION**, an intergalactic trading post and crossroads.

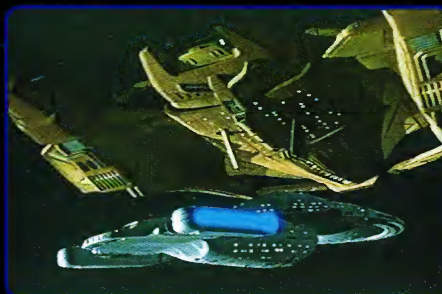


CAUGHT IN THE GRASP OF THE PHAGE

Vidiiian docking

The Delta Quadrant's plague-ridden Vidiiian race have several models of spacecraft at their disposal, and consequently a number of choices of how to dock with other vessels. The method they use is chosen primarily by their intentions toward the ship with which they are docking: when relations with the **U.S.S. Voyager NCC-74656** are friendly, a **Vidiiian Warship** gracefully docks with the Starfleet vessel by lining up a docking port on its ventral hull with a similar structure on *Voyager's* ventral surface. This docking maneuver is much the same as the one *Voyager* would use to dock with a space station.

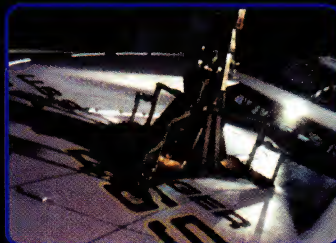
If the target vessel is less cooperative however – such as when the Vidiiians are attempting to take over *Voyager*, which has been promised to them by an insane, time-displaced Kes – the diseased aliens use a sinister, claw-like grabbing arm that simply grabs the ship they intend to board. If the vessel tries to pull away, its hull will be torn open.



The **U.S.S. VOYAGER** crew line up their starship with the Vidiiian craft in preparation for docking.



VOYAGER's main docking port is located on its dorsal hull. Docking is carried out at impulse speeds only.



When **VOYAGER** does not consent to docking with a Vidiiian ship, the vessel is grabbed by a metal claw.

Breaking free of the grabbing mechanism causes significant damage to the hull.



Quark and Weapons Dealing

The accumulation of wealth is the lifeblood of a Ferengi, and few will let ethics or a concern for others get in their way. Quark is one of the few who finds that there are some things he cannot do, if millions of people lose their lives as a consequence.

The Ferengi excel in the acquisition of **latinum**, and they are also well versed in investing their money in order to earn more. Investments carry

risk, however, and even the most cautious speculator may find their assets diminishing. So it is with **Quark**, who stands to lose a fortune in 2372 as a result of a **feldomite** strike on **Parsion III**. The **Lysinthian Commodities Exchange** is in chaos, with everyone selling **antimonium** options, **quadrotriticale** futures, and powdered newt supplements. The Ferengi bartender is wiped out. With his bar secured as collateral against his debts to three different brokers, Quark's future looks bleak.

A helping hand is offered from an unexpected source – his cousin **Gaila**, who is an arms dealer. Quark points out that **Odo** will pounce as soon as they bring weapons onto the station, but Gaila has something sneakier in mind. He wants to exploit Quark's skills in public relations, showing clients a good time and providing an atmosphere conducive to closing deals. Gaila offers

Quark five percent of every sale, and the prospect of repaying all his debts within a month.

Gaila is a close associate of **Hagath**, a wealthy arms dealer who is charming and generous to his few friends, but implacably dangerous to anyone who tries to double-cross him. Hagath is impressed by Quark's **holosuites** and his attention to detail, and they quickly put into operation a plan to present a holographic demonstration of the weapons to prospective buyers.

Favors in return

Technically, what they are doing is perfectly legal. Odo tries to arrest Quark, but the **Bajoran** government intervenes; Hagath supplied arms to the resistance during **Bajor's** occupation by the **Cardassians**, and they are therefore prepared to allow him some leeway.

One consequence of Quark's new role is that former friends, including **Jadzia Dax**, are appalled at his activities and boycott his bar in protest, along with all **United Federation of Planets** and **Starfleet** personnel on the station.

The new business is

PROFILE OF AN ARMS DEALER

CONTACTS: Quark's dubious business practices mean that he can usually find an arms dealer for any situation or client. His cousin Gaila has long made his living trading weapons.

INCIDENT: Quark helps Maquis member Sakonna obtain weapons with which to fight the Cardassians in 2369.

INCIDENT: In 2372, Quark goes into business with his cousin Gaila in order to earn enough money to pay off the debts he has incurred in a stock market crash.

REMARKS: Quark lacks the necessary ruthlessness and lack of morals to make it as a weapons dealer.



★ For all that Quark claims to be a traditional Ferengi who values latinum above all else, he cannot condemn millions of innocent people to death for the sake of making a huge profit.

brisk, though Quark does not receive any of the initial profits. Hagath uses Quark's earnings to pay off his creditors, claiming that he does not want his associates to be "distracted with financial difficulties." To mollify the Ferengi, Hagath presents him with **Andorian glass beads**

★ Made safe

Hagath can demonstrate how the holographic weapons work, but the holosuites' safety protocols prevent him from actually killing anyone.



GREAT OPPORTUNITY FOR PROFIT



★ Family advantage

Quark is approached by his more successful cousin, Gaila, who asks for his help in securing some weapons deals. Quark sees an opportunity for a quick profit.

★ Temptation

Hagath lives an enviable lifestyle, surrounded by beautiful females. The arms dealer is clearly rich and successful, and Quark hopes that soon, so will he be.

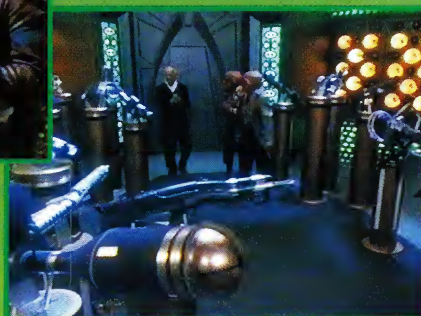


★ Holographic showroom

Hagath sets out an impressive shop floor, but crucially, not a single real weapon has been brought aboard the space station.

★ Public relations

Quark's main task is to use his considerable skills as a salesman to charm Hagath's customers into buying the deadly equipment on offer.



Quark and Weapons Dealing



★ Just like the real thing

The holographic weapons can be fired at holographic targets that react in exactly the same way as if both components were real.



★ Hands tied

Captain Sisko does not approve of the set up, but cannot stop Hagath from trading off the station, as the Bajoran government owe him some favors.



★ Toasting success

The deals go well and Quark is soon paying off his debts, but the more he sees of the arms trade, the more immoral he realizes it is.

worth a fortune. Later, Quark sees another side to Hagath, when the dealer gives another of his salesmen, **Farrakk**, a dressing down for neglecting his duties and terminates their association. That is not all that is terminated: Quark learns from Gaila that Farrakk's ship exploded shortly after he left the station.

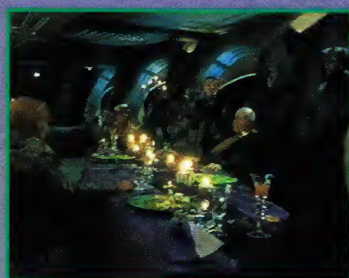
Soon after, a new client arrives on *Deep Space Nine* with his entourage of guards – the **Regent of Palamar**, who is conducting a

"28 million dead? Can't we just wound some of them?"

— Quark

bloodthirsty vendetta against a former supporter, **General Nassuc**, now leader of the **Palamarian Freedom Brigade**. The Regent wants to purchase weaponry that will eradicate an entire city, killing seven or eight million people, then to extend the death toll by another 20 million. Quark is aghast, realizing that the Regent is quite insane and that Hagath is totally unconcerned with the consequences. He experiences nightmares in which the crew of *Deep Space Nine* are dead and their ghosts blame him for their demise. Ultimately, he realizes that whether or not Hagath will kill him for betrayal, he cannot allow the sale to go ahead.

Quark tells Hagath that his supplier could not provide the **mutagenic retrovirus** the Regent ordered, but offers instead to supply **Veraxian LM7**, ostensibly



★ Dinner of death

Hagath and Quark entertain the insane Regent of Palamar, who is prepared to murder millions without any sense of remorse.

a new biogenic weapon. Hagath is not pleased, but agrees to wait until Quark returns with a sample. Unknown to either of them, Quark has surreptitiously invited General Nassuc and her guards to the station under the pretext that he will offer her weapons to strike at the Regent. He persuades Gaila to escort her to cargo bay 5 to inspect the Veraxian LM7 she wants to buy. Hagath and the Regent are already in Cargo Bay 5, waiting for Quark. When Gaila and the general enter the bay, the Regent's guards and Nassuc's supporters start shooting each other.

The right choice

After the dust settles, Quark has to explain himself to **Captain Benjamin Sisko**, who tells him that the regent is dead and that Hagath and Gaila are fleeing for their lives from Nassuc's 'purification squad.' Quark is relieved that he has managed to avoid the massive loss of life that the Regent was planning, but is less happy that he must pay a huge bill for repairs to the cargo bay.

★ Subconscious convincing

Quark's moral quandary over his part in the deals manifests as nightmares, in which his friends blame him for their deaths.



★ The right thing to do

Quark realizes that he cannot let the arms deal go ahead, even though Hagath is likely to kill anyone who betrays him.



★ True profit

Quark is left with nothing, and even has to pay for damage caused to the station, but he has a clear conscience.

THE LOBES FOR THE WEAPONS INDUSTRY

A lucrative trade

In the 24th century, the sale of armaments is as profitable as ever. It is still a risky venture, but it is hardly surprising that the **Ferengi** are among the most successful exponents. **Omag**, a corpulent and greedy smuggler with a penchant for fine food, wine, and women, often visits a piano bar on **Qualor II** to spend his ill-gotten gains and listen to the resident pianist, **Amarie**, playing 'Maelor Famigal.' **DaiMon Lurin** specializes in purchasing old **Klingon** warships, repairing them, and using their cloaking technology to further his career of piracy, until he falls foul of the **U.S.S. Enterprise NCC-1701-D**. Quark's cousin **Gaila** makes a huge amount of latinum from arms sales before he is forced to flee for his life.

Even Quark himself has dabbled in this nefarious trade before. In 2369, **Sakonna**, an attractive **Vulcan** female **Maquis** member, calmly informs Quark that she wishes to procure weapons. The barkeeper is not an arms dealer himself at this time, but he has contacts who are, and he has no qualms about acting as **Sakonna's** agent. Invoking the 214th Rule of Acquisition: "Never begin a business negotiation on an empty stomach," he insists on wining and dining her. Quark's commercial and romantic ambitions are quickly dashed, however, when he and **Sakonna** are arrested by **Odo**. To earn his freedom, Quark manages to persuade **Sakonna** to reveal the location of the **Maquis** base, in order to forestall another war between the **United Federation of Planets** and the **Cardassians**.



★ Man with a mission

Quark is more than happy to help **Sakonna** obtain weapons for the **Maquis**, as long as the attractive **Vulcan** agrees to let him wine and dine her, first. On this occasion, Quark does seem willing to put his ethics to one side.

The EMH's Holographic Family

The **EMH** decides that having a family will help him to better understand humanity, but the photonic family he creates for himself in the **holodeck** is perfect: his 'wife' and 'children' are intelligent, tidy, and subservient. **B'Elanna Torres** is not impressed, and the changes she makes to it give him some powerful insights into real life.

The **U.S.S. Voyager NCC-74656's Doctor** often investigates ways to enhance his program. In 2373, he theorizes that his participation in a

holodeck program in which he is married with children, will enable him to understand more about what motivates his patients.

Happy families

The Doctor provides the computer with his requirements for a mate and children, but the resulting 'family' – wife **Charlene**, son **Jeffrey**, and daughter **Belle** – are anything but realistic. In the morning, they present themselves near the door, immaculately dressed, to say goodbye to the Doctor. **Charlene** tells him he is overworked. **Jeffrey** promises to have his homework finished by the time his father gets back, and **Belle** offers to do some algebra problems in the evening. The Doctor is delighted with the well ordered domestic life he has created, and is keen to show off his family to some of his crewmates.

Kes and **B'Elanna Torres** are invited for a meal with the Doctor's family, during which **Charlene** and the children simper about how wonderful he is, and each of them proudly describes their intellectual projects. **B'Elanna** freezes the program in disgust at the saccharine sweetness of it all, denouncing the family for being "ridiculously perfect." The Doctor tells her that if he chose a real wife, his tastes would

be the same. **B'Elanna** acknowledges that the concept is good, but that it needs some "tweaking" to bring it closer to life. She offers to modify the program for him.

Real life

The next time the Doctor visits his family, **B'Elanna's** modifications have taken effect. **Charlene** is rushing out to give a talk at the **Bolian Embassy**, the living room is a mess, with discarded clothing strewn everywhere, and loud, discordant music is emanating from **Jeffrey's** room. **Belle** is complaining that she can't find her sports equipment, and is steadily working herself up into a tantrum. While the Doctor tries to calm her down, two **Klingon** youths come to the door; they are apparently **Jeffrey's** friends. The Doctor tries to explain that **Jeffrey** is doing homework and is unavailable, but amid **Belle's** histrionics they barge past him. The Doctor's first experience of real family life is clearly not a happy one.

PROFILE ON A LOVING FAMILY

WIFE: **Charlene**

SON: **Jeffrey**

DAUGHTER: **Belle**

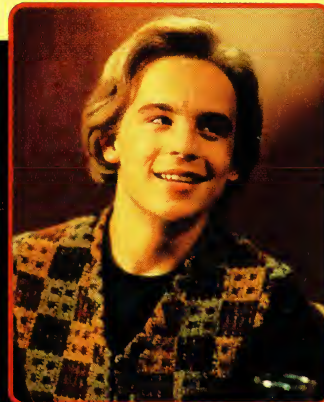
HOME: The family's home is a neatly ordered, planet-side home that reflects an idyllic 24th-century suburban lifestyle. **Charlene** is a doting housewife who worships her husband, and the children are well behaved. Even **Jeffrey** shows no signs of typical teenage rebellion until **B'Elanna Torres** modifies his program.

FIRST SEEN: 'Real Life' [VOY]

Belle is a happy little girl who looks forward to solving algebra problems until **B'Elanna** gives her an interest in a dangerous sport.



Charlene keeps the home and family in perfect order for her husband. She calls the doctor "Kenneth."

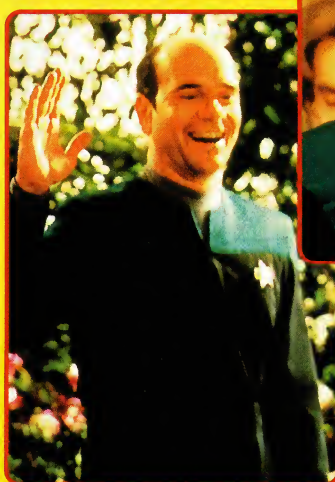


Jeffrey is ludicrously well behaved for a teenager until **B'Elanna** interferes and gives him raucous **Klingon** friends.



"You're not going to learn anything from being with these . . . lollipops." — **B'Elanna Torres** to the EMH

HELLO HONEY!



★ Loving kiss

Charlene receives a peck on the cheek from her husband. She is immensely proud of his work and feels honored to be his wife.

★ Perfect greeting

In the morning, the perfect family line up at the door to say goodbye to the Doctor, who is the undisputed head of their household.

★ A hard day's work

The Doctor 'returns' to the holodeck from a hard day's work aboard the **U.S.S. VOYAGER**.



The EMH's Holographic Family



★ Guests for dinner

The Doctor invites Kes and B'Elanna for dinner, but they find his simpering family to be too annoying for words.



★ A dose of reality

The Doctor's friends explain to him that his simulation is nothing like a real life family.

Nevertheless, he perseveres with the program and decides that the best way to proceed is to hold a family meeting, at which everyone can air their problems. He hands round a **PADD** with a revised family schedule: Charlene is annoyed that he has changed her lecture nights, Belle is unhappy that her **parisses squares** practise has been moved as well, meaning that she will have to be on the second team, and Jeffrey is angry that he is being discouraged from having Klingon friends. They see no evidence that he has made any

★ Conflict

The Doctor holds a family meeting at which he and his wife and children can talk through the problems B'Elanna has introduced. He is expecting them to make far more compromises than he is himself, however.



sacrifices himself, and accuse him of making unilateral decisions. Charlene and Jeffrey leave the room in protest. At least Belle stays and tries to see the Doctor's side of things, and tells him she loves him – even though he has made a mess of things.

The Doctor's family troubles disturb his concentration, and Kes persuades him to take an afternoon off. When he returns to the holodeck, he finds Jeffrey and his Klingon friends preparing for a **kut'luch** ceremony, a Klingon ritual that involves bloodletting in preparation for becoming a warrior. He asks the Klingons to leave, and then has a confrontation with Jeffrey, who threatens to move out and leaves angrily. Things go from bad to worse when Charlene contacts him to say that Belle has been seriously injured, having hit her head on the corner of the court during a game of parisses squares.

The Doctor goes to the medical center and, with the help of a medical colleague, operates on Belle for three hours, but the

prognosis is terminal – severe cranial trauma has caused intractable hemorrhaging. Charlene is distraught when the Doctor tells her there is nothing more he can do. Belle regains consciousness, complaining of blurred vision and asking her father what is wrong with her. At this point, the experience is too much for the Doctor, who ends the program and leaves.

Family crisis

While in sickbay for treatment, **Lt. Tom Paris** asks the Doctor how he is getting on with his family. The Doctor reluctantly tells him what has happened and that he cannot bring himself to continue with his program. Paris gently advises him that pain and bereavement are all part of being human and that the experience is part of the Doctor's rationale for creating the family. The Doctor considers what Paris says, and returns to his daughter's bedside. Charlene and Jeffrey arrive just in time to see Belle die, and the family is reunited in grief.



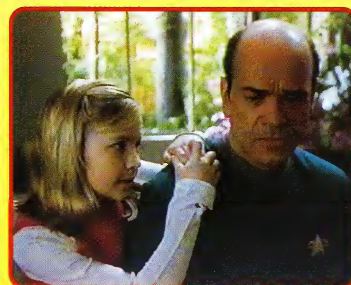
★ Equal partnership

The EMH does not like it when B'Elanna gives his wife a career and interests of her own.



★ Teenage rebel

The perfect Jeffrey is changed to a rebellious youth who hangs out with noisy Klingons.



★ Sole supporter

The new scenario is not all doom and gloom: Belle still loves her harried father.



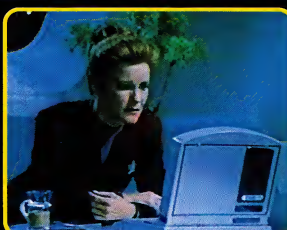
★ Tragic loss

There is nothing the Doctor can do to save Belle, but her 'death' allows him to experience losing a loved one – something everyone has to face at some time.

NO SUBSTITUTE FOR THE REAL THING

Coping with loneliness

For Starfleet personnel serving on starships or posted to a deep space station, the absence of close family and friends can be painful. Not all classes of ship are large enough or suitable for family accommodation, and there are times, for example during a war, when civilians are evacuated to a safer location. Subspace communication with loved ones far away, such as via video messages or two-way conversations, are undoubtedly welcome, but cannot always mitigate the loss of intimacy. The crew of the **U.S.S. Voyager NCC-74656** are unable to communicate directly with Starfleet for more than five years. Those who left partners behind, including Captain Kathryn Janeway, Lt. Commander Tuvok, and Ensign Harry Kim, must face the likelihood that their loved ones, unaware that *Voyager* and its crew have survived, will have mourned them and moved on with their lives, perhaps forming new relationships. Under such circumstances, it is not surprising that they have eschewed the holodeck to fantasize about their former partners and have instead devised new scenarios.



◀ Missing Mark

Captain Kathryn Janeway often enjoys holodeck scenarios, but is never tempted to create a holographic version of her partner, Mark Hobbes Johnson.

▶ No cheating

Tuvok eases his Pon-farr with a holographic lover. He could fashion his partner after any woman in the Galaxy, but chooses the image of his wife, T'Pol.



Gedrin

Gedrin never questions his people's expansionist policies — until he wakes up 900 years out of time, into a Galaxy where the mistakes of the past have come at a terrible price for the Vaadwaur.

Gedrin was once a leading scientist among the **Vaadwaur**, a then-great **Delta Quadrant** race. Centuries before many **Alpha Quadrant** species had taken their first tentative steps beyond their planet, the Vaadwaur discovered an extensive network of **subspace corridors**, which they used to plunder and conquer other worlds.

Eventually, the many worlds plagued by the Vaadwaur united against them. They were unable to match the Vaadwaur technically, but their sheer force of numbers was enough to defeat the isolated race. Gedrin was among those involved in a plan to ensure this beating would be only a temporary setback. He was one of a fully equipped battalion of the finest Vaadwaur warriors placed in stasis, in subterranean bio-pods that drew energy from the planet's geothermal core.

The intention was that these hidden pods would survive the incursion of the invading races, keeping their occupants in stasis for a period of five years. This military battalion would then be revived, and the Vaadwaur would leave their decimated planet to search for a new planet to occupy. They would then colonize it, thus renewing the Vaadwaur civilization.

Happy family

Before the invasion, Gedrin and his wife **Jisa** lived on an upper level of their city's old quarters, with a garden overlooking the street below. The couple were among the final Vaadwaur to enter the bio-pods, and Gedrin is the first to be revived. Unfortunately, the period that has elapsed is not the five years he expected, but a period of 892 years; blanket bombing of the area shortly after the pods were activated damaged the system, resulting in the prolonged period of stasis.

PROFILE ON GEDRIN

NAME: Gedrin

LIFE FORM: Vaadwaur male

FAMILY: Gedrin's wife, Jisa, does not survive stasis in the bio-pods. She dies several years before her husband is reawakened.

REMARKS: Gedrin comes to realize that his race's past actions have been a series of terrible mistakes that must not be repeated.

FIRST SEEN: 'Dragon's Teeth' (VOY)



▲ Gedrin is one of only 600 survivors of the Vaadwaur race, a warlike people who have no one but themselves to blame for their near-extinction.

Gedrin is eventually revived by **Seven of Nine**, after the **U.S.S. Voyager NCC-74656** discovers the planet; he has to endure not only the shock of learning of the extended time through which he has slept, but also the tragic discovery that his wife has not survived her bio-pod containment.

Gedrin considered Jisa practical and to the point, qualities he admired, but while musing on her loss

he offers the seemingly callous comment that it was a shame she did not show greater courage prior to entering stasis. He is surprised that his new companions consider this to be a heartless comment, and likens the inescapable plasma bombardment with the inevitability of rain, proclaiming a dignified acceptance to be the preferable course.

As the crew members

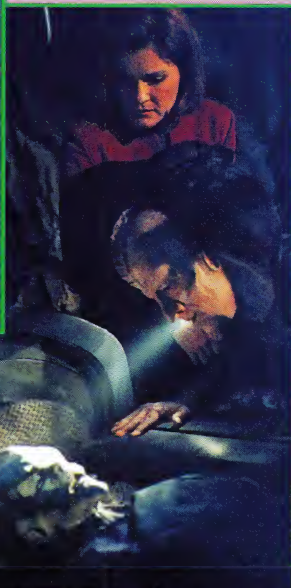
from *Voyager* are responsible for reviving Gedrin, he, in turn, is willing to aid them in repelling a race named the **Turei**. He provides the location and activation codes for a sentry satellite the Vaadwaur placed in orbit above their city, and suggests its use in targeting **photon torpedoes** to counter-attack the Turei. When this works, he is surprised that the advantage is not pressed, and the Turei destroyed. He nevertheless

NEW LIFE, NEW CENTURY

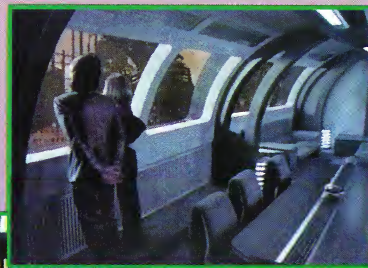


★ **Rude awakening**
Gedrin is understandably a little shaky on his awakening, and has to be steadied by Tuvok. He has been asleep for 900 years.

★ **The long sleep**
Not all of the stasis pods have survived the long centuries. Only a few hundred Vaadwaur are left out of an entire battalion.



★ **Pause for thought**
Gedrin joins Captain Janeway as they gaze out across the ruins of the once-great Vaadwaur city, which was devastated by an alien alliance.



★ **No damage**
The Doctor gives Gedrin a thorough examination in sickbay. He is in remarkably good health.



Gedrin



★ Dissent in the ranks

Gedrin realizes that his fellow Vaadwaur have learned nothing from their ordeal.



★ New allies

Gedrin chooses to betray his compatriots in order to ally himself with the U.S.S. VOYAGER and its valiant crew.

proposes an agreement whereby *Voyager* transports his people to another planet in return for knowledge of further subspace corridors unknown to other races.

Gedrin recognizes *Voyager* crew member Seven of Nine as being **Borg**, and is astounded to learn how far the collective have spread through the Delta Quadrant. Prior to entering stasis, he survived several encounters with the Borg – a source of astonishment to others, who have barely escaped alive from meetings with them.

Compared to others of his people, Gedrin is a moderate, but for all his benign nature he is not above whitewashing the Vaadwaur's militaristic past, claiming they were a race of

"Help us off the planet and we'll show you subspace corridors known to nobody else. You'll be . . . a thousand light years closer to your home." —Gedrin



★ False allies

At first, neither Gedrin nor the Starfleet crew realize that most of the Vaadwaur are still bent on conquest.

scientists who used subspace corridors for trade with other races. When confronted with the truth – that they used them for conquest – he concedes his people did occasionally use the subspace tunnels in this way, but claims that the survivors, of whom there are only 600, only wish to colonize a new planet. He points out that they are hardly in a position to declare war on the Delta Quadrant with technology that is now 900 years out of date.

Back to the old ways

Unfortunately, others of Gedrin's race do not share his high ideals. They plan to take over *Voyager* and use it for their own ends, with little concern for the incumbent crew, or, apparently, for his wellbeing. Gedrin is aboard the starship as the other Vaadwaur attack, and is likely to die with the crew as considerable damage is inflicted.

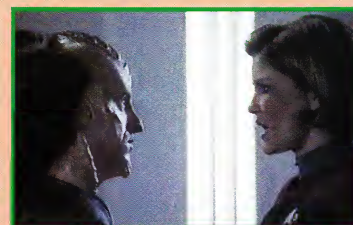


★ The way home

Gedrin has committed the network of subspace corridors to memory.

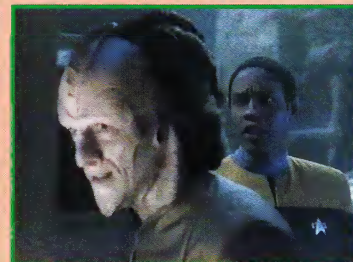
Voyager's only hope appears to be an alliance with their former foes the Turei, but Gedrin's inherent nobility and sense of decency comes to the fore. He chooses to help *Voyager*, saying that not all of his people are stuck in the past.

Accompanied by *Voyager's* security officer **Tuvok**, Gedrin is transported to the Vaadwaur central control chamber on the planet's surface, and provides the Turei with the ability to target the Vaadwaur fighters within their planet's atmosphere, via the orbiting satellite previously used to fight off the Turei. The Turei's response is immediate, initiating a plasma-bomb bombardment. The Vaadwaur realize the Turei are using their own satellite to target



★ Offer of help

Gedrin is prepared to help the VOYAGER crew fight off the Vaadwaur, who turn against them once the truth becomes known.



★ Noble sacrifice

Gedrin orders Tuvok back to the safety of VOYAGER; there is no need for both of them to die.

their control center, but Gedrin is very adept at altering the satellite's carrier frequencies to avoid them being blocked.

With the control chamber destabilizing around him, Gedrin transmits the signatures of the Vaadwaur craft to the Turei, thus increasing the accuracy of the attacks. Unfortunately, having been instrumental in ensuring the survival of both his people and the *Voyager* crew, Gedrin is unable to share in the future joys of either. He continues transmitting ship signatures to the Turei as the control chamber disintegrates around him, and he is engulfed by an avalanche of crumbling stone. The control chamber is obliterated by Turei bombardment, and one can only assume that Gedrin dies under the stone.

THE OTHER SURVIVORS

Morin

Morin is among the first Vaadwaur to be revived, and is keen to learn about the new world into which he has emerged. He studies the database aboard the *U.S.S. Voyager*, and is particularly impressed with the Klingon culture, immersing himself in its history. He appreciates the Klingon attitude toward death, having been taught as a child to fall asleep each night imagining a different way to die. As the Vaadwaur prepare to move, his assignment is to activate their craft, and he finds himself in the company of the half-Klingon Lt. B'Elanna Torres. He impresses her by having learned a few Klingon phrases.



▲ No fear of death

Morin's interest in Klingon culture points to a warrior nature, but his people have little of the Klingons' honor.

Gaul

Gaul is the ranking officer of the revived Vaadwaur, and speaks on behalf of the surviving members of his race. He is a man used to having his orders obeyed, and has no qualms about turning on an ally should it suit his needs. When he is denied access to photon torpedoes for his craft, he plots instead to assume control of *Voyager*, and is quite willing to attack and abandon the people who enabled his revival. When a distrustful Captain Janeway requests he deactivate the particle cannons on all but 10 of his vessels, he refuses, and instead orders his craft to attack *Voyager*. It is unknown whether Gaul or Morin are aboard the 54 Vaadwaur craft that escape into the subspace corridors.



▲ Mistakes of the past

Gaul has learned nothing from his people's fate. He shows that he is ready to make the same mistakes again.

Vulcan Weapons

The Vulcans are a race of pacifists, but the universe is a dangerous place and there are times when even the gentlest beings have to defend themselves. Aside from which, the Vulcans have not always been as peaceful as they are today.

The **Vulcan** race is renowned for its strict adherence to logic, supreme control of personal emotions, and dedication to peaceful scientific and artistic pursuits. Even a cursory study of their past history, however, shows them to have once been a society in chaos, ravaged by war and conflict. It was not until the **Time of Awakening**, more than 2000 years ago, that the renowned philosopher **Surak** led his people out of their darkest age into the enlightened society that now exists. Since then, the development of offensive weapons technology has never been of overriding importance to Vulcan scientists, but logic has dictated the production of an effective defensive capability for Vulcan security forces and the planet's own spacegoing vessels.

Mistakes of the past

Vulcans prefer not to discuss their volatile past, although an examination of some remaining Vulcan rituals clearly points to a history of bloodshed they may prefer to forget. In addition, some of their most potent weapons are their hands. Vulcans are known to possess limited telepathic abilities, using the famous **mind-meld** technique in cases of extreme emergency or during certain rituals. The

potential for using such a power as a deadly offensive weapon is recognized very early in Vulcan history and leads to the production of the **Stone of Gol**, a device dismissed as myth by the majority of modern Vulcans. Few Vulcans realize that the Stone of Gol actually existed and was a **psionic resonator** device, which could focus and amplify telepathic energy to project a lethal energy field at a target.

It was assumed destroyed after the end of hostilities on Vulcan, but was in fact dismantled into three separate pieces; one piece was kept under heavy guard in a Vulcan museum, and the remaining two distributed across the **Targa system**. The intervention of Vulcan separatists in 2369 led to the Stone of Gol being reassembled and used briefly. A translation of the glyphs and symbols carved into the parts provides a defense to its power: as the resonator amplifies the violent feelings and emotions of its target and projects them back at the victim, the weapon becomes useless if all hostile thoughts are removed. The increasingly fine self-control of the early Vulcan people rendered the Stone of Gol redundant, paving the way for radical changes in Vulcan society. Historically, the Stone of Gol is the most devastating of Vulcan weapons, and is allegedly destroyed by **Security Minister Satok** in 2370.



▲ The most deadly weapon in Vulcan history is the **Stone of Gol**, but it has been virtually forgotten by the 24th century. It is considered to be little more than a myth by most Vulcans.



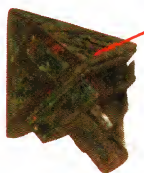
▲ The **Stone of Gol** uses the violent thoughts of its victim against them, but a peaceful mind is immune to it.

STONE OF GOL



Mind power

The **Stone of Gol** looks more like an archeological relic than a weapon, a result of how long it has been since the Vulcan race has been interested in developing weapons technology.



The smallest piece of the weapon pins the two larger sections together.



The assembled **Stone of Gol** has the potential to be a devastating weapon.

The large ring section of the weapon provides a stable area for the user to grip with both hands.



The final section of the weapon is a metallic device that fits over the front of the ring.

Vulcan Weapons



▲ *The Vulcans would claim that the long, padded sticks used in the Koon-ut-kal-if-fee marriage challenge are purely ceremonial by the 23rd century, even though the challengers do in fact fight to the death.*



▲ *The mind-meld is a painful experience if forced upon the recipient, and can be used as a weapon. Vorik uses a mind-meld to overcome B'Elanna Torres while suffering from the Pon Farr.*

Other Vulcan weapons remain available for ceremonial use up until the mid 2260's, although their employment is usually under exceptional circumstances. An excellent example of such a use is seen in the **Koon-ut-kal-if-fee** ceremony experienced by **First Officer Spock** of the **U.S.S. Enterprise NCC-1701** in 2267, when his betrothed mate, **T'Pol**, invokes the right for her future husband to fight **Captain James T. Kirk** in order for her to be released for marriage to her preferred choice, **Stonn**. The ceremonial guards overseeing the event carry long wooden poles that feature a narrow, outwardly curving blade at right angles to the upper third of the staff. These are used to control the participants during the subsequent events. These extremely dangerous axes are not used in an offensive

capacity, unlike the two identical hand weapons delivered to the combatants.

The combat weapon is designed to be held in both hands, and features a quarterstaff mid-section made out of a dark polished wood that separates two very different metallic features on opposing ends. The top of the weapon consists of an extremely sharp, narrow curved blade that can be used to slash or hack at an opponent, while the bottom of the weapon terminates in a polished cone-shaped counterweight with a flattened base. This can be used to jab and stun an opponent due to the very high mass of the material. The weapon is well-balanced around the circular shaft, but it is extremely heavy for a non-Vulcan to wield effectively. The nature of Vulcan's environment means that in a standard **Class-M** atmosphere, Vulcans exhibit superior strength and agility and often have a distinct advantage during hand-to-hand combat with other humanoid races.

Into the modern day

Antique weapons such as those used in the wedding ceremony have little practical use in modern society, and the Vulcans have embraced **phaser** technology in order to develop their own compact sidearms. The phaser pistol used by Vulcan civilian forces is constructed from a smooth, black, lightweight alloy and features an open trigger mechanism and rounded grip. Compact and simple in construction, it symbolizes the Vulcan philosophy of functionality. The use of force is always a last option for the Vulcan people, however, exercised only when all other logical alternatives have been exhausted. This does not mean that Vulcans do not practice methods of self-defense, however. The **Vulcan Institute of Defensive Arts** is one of the most prestigious training centers on the planet, featuring several methods of defense, including archery.

Starfleet-trained Vulcans undertake rigorous programs of self-defense, centered around a variety of martial arts. This makes them particularly effective during hand-to-hand



▲ *Spock forces his katra into Dr. McCoy using a mind-meld, as he does not have time to ask his friend's permission. The transfer leaves McCoy unconscious.*

▲ *Violent Vulcan thoughts can be considered the most dangerous weapon the race possesses, as criminals from the Mari race learn in 2374.*



combat situations, enhanced by their impressive physical abilities. In order to prevent a protracted combat situation, or disable a potential foe, Vulcans will often employ one of the most effective non-lethal techniques known within the **United Federation of Planets** – the **Vulcan neck pinch**, sometimes referred to as the **nerve pinch**. The application of finger pressure at a specific location to nerves at the base of the neck on most humanoid and some non-humanoid species, instantly and non-violently renders the individual unconscious. Few non-Vulcans have been able to master the technique, although **Lt. Commander Data** has been able to replicate its effects. The neck pinch can cause localized trauma to the trapezius nerve bundle, but causes no lasting damage to its victim.

THROUGH THE AGES

1 *For show* Many **Vulcan** rituals hark back to the race's more violent past, and ceremonial weapons often play an important part in their traditions.

The heavy padded end is used to knock one's opponent off-balance.

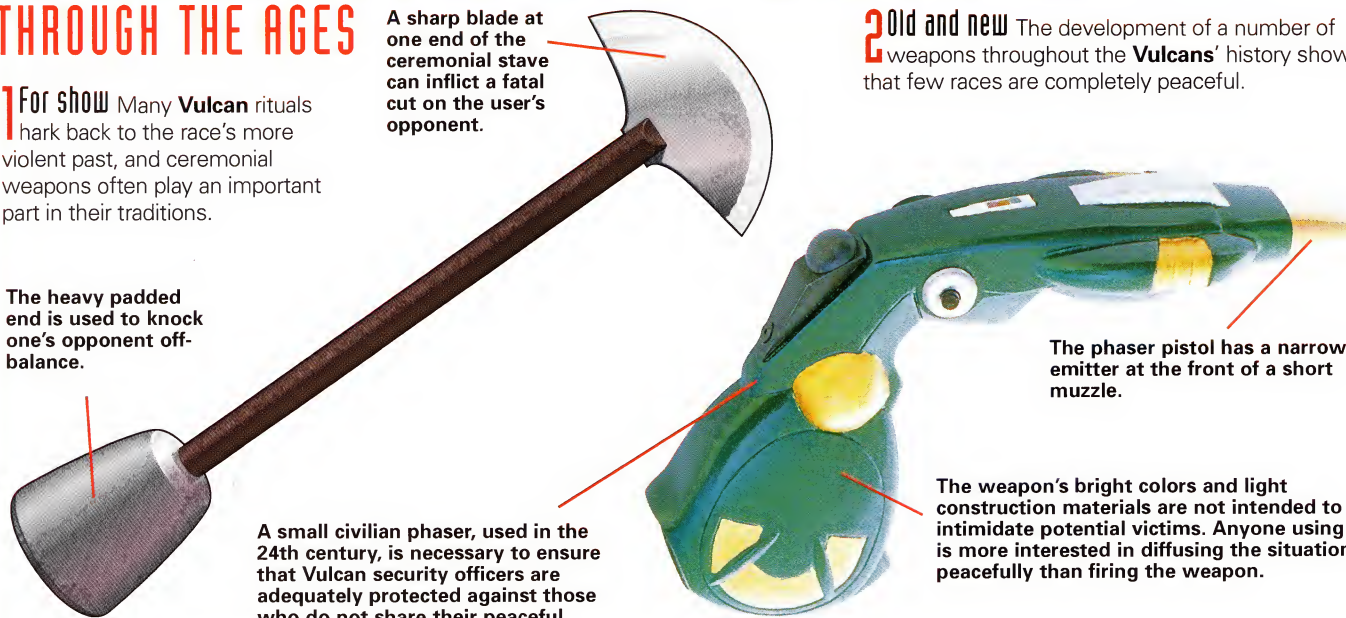
A sharp blade at one end of the ceremonial stave can inflict a fatal cut on the user's opponent.

A small civilian phaser, used in the 24th century, is necessary to ensure that Vulcan security officers are adequately protected against those who do not share their peaceful approach to life.

2 *Old and new* The development of a number of weapons throughout the **Vulcans'** history shows that few races are completely peaceful.

The phaser pistol has a narrow emitter at the front of a short muzzle.

The weapon's bright colors and light construction materials are not intended to intimidate potential victims. Anyone using it is more interested in diffusing the situation peacefully than firing the weapon.





STAR TREK IV: THE VOYAGE HOME Index

Part 2 James T. Kirk's crew return to Earth with the humpback whales that will save their planet from disaster. Even a cursory glance at the paradise that the human homeworld has become by the 23rd century shows that any lasting damage would have been a tragedy of epic proportions.

AMBASSADORS



Sarek
File 45 Card 1



Klingon Ambassador
File 17 Card 26

▲ Admiral Kirk's crew return to Earth to face the Federation council, and the diplomats of many worlds, who must decide on what action to take. Kirk's colleagues must be punished for their actions at the Genesis Planet, but it is undeniable that they have saved the Earth.

ORBITAL SHUTTLE



The Orbital Shuttle
File 30 Card 3

▲ Small shuttles such as this one deliver passengers to Starfleet Headquarters in San Francisco. It can operate inside Earth's atmosphere.

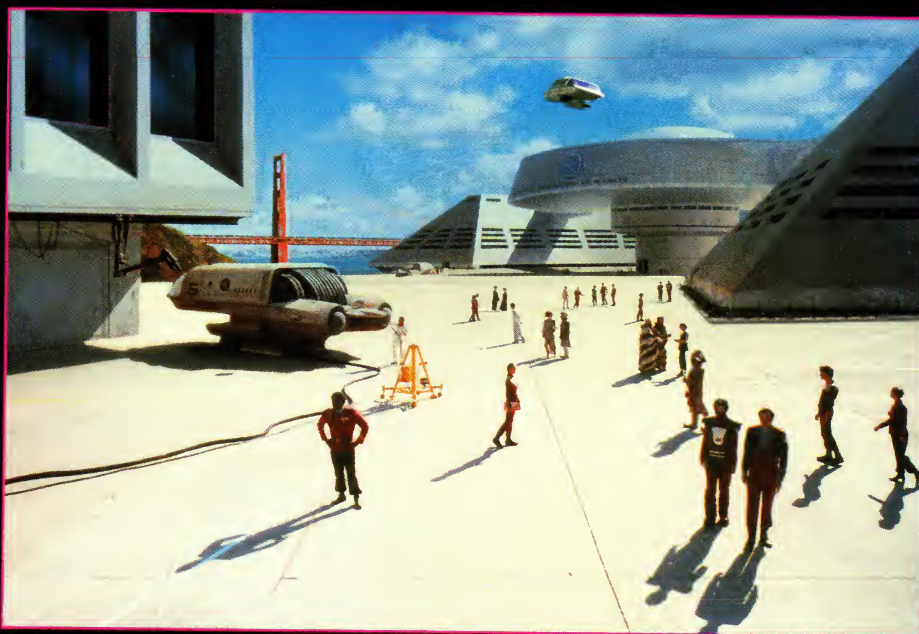


FORE VIEW



DORSAL VIEW

STARFLEET HEADQUARTERS



Federation Headquarters
File 7 Card 1F

▲ The main administrative buildings of the Headquarters of the United Federation of Planets are arranged around a wide open plaza close to the San Francisco seafront. The ancient Golden Gate Bridge still stands in the background, and a weather-control grid ensures perfect skies.

THE PRESIDENT

The President
File 7 Card 1G

▼ The Federation President operates from a control center in the Federation headquarters. When the probe attacks he is left with no choice but to send out a distress signal warning all ships away from Earth.





STAR TREK IV: THE VOYAGE HOME Index Part 2

ENTERPRISE NCC-1701 A



**U.S.S.
Enterprise
NCC-1701-A**
File 22

James T. Kirk's demotion from admiral to captain allows him to leave his desk job and return to the captain's chair - of the new U.S.S. ENTERPRISE NCC-1701-A.

The bridge of the new ENTERPRISE follows the traditional layout of a circular command area, arranged around the captain's chair.



ENTERPRISE NCC-1701-A



DORSAL VIEW



VENTRAL VIEW

**U.S.S.
Enterprise
NCC-1701-A**
File 22 Card 1



FORE VIEW



PORT VIEW

STARFLEET DEMOTIONS



**Starfleet Promotion
Procedures**
File 19 Card 19

The entire crew of the U.S.S. ENTERPRISE stand trial together, including the reborn Captain Spock.

Kirk is demoted to captain, but all other charges against the group are dropped.



STAR TREK IV: THE VOYAGE HOME FILES

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J update

Jack, Uncle

One of **Harry Kim**'s ancestors. Jack piloted a mission to **Beta Capricus** in 2210. When Beta Capricus was revealed to be nothing but an **EM echo**, he kept the crew in stasis for the round-trip. (*Starship Log*: '11:59' [VOY]) **SEE FILES 43, 71**

jack-in-the-box

Earth toy that delivers a surprise. **Felix**, a **holoprogrammer**, used the term to describe surprising changes embedded in his complex holoprograms. Jack-in-the-box modifications could be deleted using resources in the program's reality. (*Starship Log*: 'Badda-bing, Badda-bang' [DS9]) **SEE FILES 70**

Jackson Square

The heart of New Orleans' French quarter, where **Joseph Sisko** met **Sarah**, **Benjamin**'s mother, in June, 2331. Two months later, the two were wed. (*Starship Log*: 'Image in the Sand' [DS9]) **SEE FILES 43, 44, 70**



▲ **The Bajoran Prophet inhabiting the body of a young Earth woman called Sarah met her future husband, Joseph Sisko, in Jackson Square.**

Jacques

Male holographic character in the **Hirogen** World War II scenario. Jacques frequented **Katrine's Le Coeur de Lion** cabaret. When she noticed him dining alone, Katrine promised Jacques a companion. (*Starship Log*: 'The Killing Game' [VOY]) **SEE FILES 29, 71**

jak'tahla

Klingon term for puberty. Side effects of jak'tahla include **gorches**, and an even more aggressive disposition. (*Starship Log*: *Star Trek: Insurrection*) **SEE FILES 11, 43, 80**



Jameson, Ensign Anna

Name used by **Seven of Nine** during her time-travel mission to 2371's **U.S.S. Voyager NCC-74656**. She used the service number **860790** and claimed to be assigned to **Utopia Planitia**. (*Starship Log*: 'Relativity' [VOY]) **SEE FILES 43, 71**

▲ **Seven assumed the identity of Ensign Anna Jameson while working for Captain Braxton.**

Janeway Factor

Term coined by **Captain Braxton** to cover **Captain Janeway**'s penchant for temporal incursions. While briefing **Seven of Nine** on mission protocols, he ordered her to have no contact with Janeway, as he feared the Janeway Factor. (*Starship Log*: 'Relativity' [VOY]) **SEE FILES 43, 71**



▲ **Tuvok's parents sent him away to study in seclusion with a Vulcan Master in order to purge his feelings of love for Jara, a Terelian classmate to whom he had become attracted.**

Janeway, Henry

Old-fashioned bookstore owner in Portage Creek, Indiana, and single father to **Jason**. Henry met his future wife, **Shannon O'Donnell** at the end of 2000, when he refused to sell his bookstore and thereby threatened the **Millennium Gate** project. (*Starship Log*: '11:59' [VOY]) **SEE FILES 44, 71**

Jankata Accord

Agreement signed by the **Federation** and **Cardassian Union** stating, "No species shall enter another quadrant for the purpose of territorial expansion." **Seven of Nine** believed, temporarily, that the Federation was guilty of violating this pact. (*Starship Log*: 'The Voyager Conspiracy' [VOY]) **SEE FILES 7, 13, 19, 43, 71**

Jara

Daughter of a **Terelian** diplomat on **Vulcan** who once inspired **Shon-ha'lock**, or love, in her classmate, **Tuvok**. Jara's lack of interest in the young Vulcan drove him to distraction. (*Starship Log*: 'Gravity' [VOY]) **SEE FILES 43, 71**

Jaryn

Tactical officer on a **Lokirrim patrol ship** in the **Delta Quadrant**. Jaryn revealed her romantic interest in commanding officer **Ranek** to the **Doctor** when he was occupying **Seven of Nine**'s body. (*Starship Log*: 'Body and Soul' [VOY]) **SEE FILES 18, 40, 71**

Jeffrey

Holographic teenager from the **Doctor's** family program **Beta-Rho**. Jeffrey, the **Doctor's** son, was polite until **B'Elanna Torres** altered his program. He then became disrespectful toward his parents and sought status as an honorary **Klingon**. (*Starship Log*: 'Real Life' [VOY]) **SEE FILES 56, 71**



▲ **Jeffrey was the perfect son in an equally saccharine family scenario into which B'Elanna Torres injected a shot of real-life problems.**

Jack, Uncle
jack-in-the-box
Jackson Square
Jacques
jak'tahla
Jameson, Ensign Anna
Janeway Factor
Janeway, Henry
Jankata Accord
Jara
Jaryn
Jeffrey
Jenkins, Ensign
Jenzo, Counselor
Jepella
Jero
Jetal, Ensign Ahmi
Jinami Street
Jisa
Johnson, Mark
Jones, Lt.
Jor, Crewman Olandra
Joxom
Jurot, Ensign
Jye



▲ **Henry Janeway did not want to see his old bookstore bulldozed, but eventually decided that standing in the way of progress was not a good idea.**



▲ **Jaryn was unaware that his colleague was in love with him. Ranek's interaction with the EMH gave her the courage to admit her feelings.**



Jenkins, Ensign

Woman helm operator during the **U.S.S. Voyager NCC-74656**'s night shift. Jenkins initially considered **Acting Captain Harry Kim** to be over-anxious, but later thanked him, on behalf of the junior staff, for saving the ship. (*Starship Log: 'Warhead'* [VOY]) **SEE FILES 29, 71**

▶ **Ensign Jenkins thought that Harry Kim's strict adherence to rules and protocol was not always necessary. She eventually realized that it was better to be safe than sorry, and learned to appreciate his approach.**



Jenzo, Counselor

A **Starfleet** therapist stationed on Earth. **Deanna Troi** wanted to refer **Reginald Barclay** to Jenzo in 2376, but acquiesced to his pleas for her personal touch. (*Starship Log: 'Life Line'* [VOY]) **SEE FILES 19, 71**

Jepella

Person who, in 2375, reportedly found **Admiral Ross** unconscious when she went to his office to deliver a report. It was believed Ross had suffered a severe stroke. (*Starship Log: 'Inter Arma Enim Silent Leges'* [DS9]) **SEE FILES 43, 70**

Jero

Delta Quadrant actor from a **Class-L** planet who appeared in **'The Away Mission of B'Elanna Torres'** and **'The Rescue of B'Elanna Torres'**, written by **Kelis**. He and Torres had a rather strained relationship. (*Starship Log: 'Muse'* [VOY]) **SEE FILES 18, 58, 71**

Jetal, Ensign Ahni

Lively young woman serving on the **U.S.S. Voyager NCC-74656** until an alien attack in 2375 took her life. Guilt over her death created a catastrophic feedback loop in the **Doctor's** ethical and cognitive **subroutines**. (*Starship Log: 'Latent Image'* [VOY]) **SEE FILES 29, 43, 71**



▶ **When Ahni Jetal and Harry Kim were injured, the Doctor had to decide which one of them to save. He chose Kim, with whom he was more friendly, but the guilt caused a breakdown.**

Jinami Street

Residential area inhabited mostly by **Farius Prime's** poor. When **Miles O'Brien** infiltrated **Liam Bilby's Orion Syndicate** cell, he lived in a rented room on Jinami Street as part of his cover. (*Starship Log: 'Honor Among Thieves'* [DS9]) **SEE FILES 43, 44, 70**



▶ **Miles O'Brien went undercover on Farius Prime as part of a Starfleet Intelligence plot to expose the Orion Syndicate. Part of his cover identity, as a small-time crook who was down on his luck, involved renting a room on the down-at-heel Jinami Street.**



▶ **Jisa was one of the vast majority of Vaadwaur who did not survive centuries in stasis after the bombardment of the planet's surface by her race's enemies.**

Jisa

Female **Vaadwaur** and **Gedrin's** wife. Jisa was frightened about using stasis to escape the **Turei**. Despite her husband's assurances, Jisa died in her **bio-pod**. (*Starship Log: 'Dragon's Teeth'* [VOY]) **SEE FILES 18, 58, 71**

Johnson, Mark

SEE: Mark

Jones, Lt.

One of the **Starfleet** security officers assigned to space station **Deep Space Nine** in 2374. (*Starship Log: 'Time's Orphan'* [DS9]) **SEE FILES 27, 70**

Jor, Crewman Olandra

Ex-**Maquis** member serving on the **U.S.S. Voyager NCC-74656** in Engineering. She and **Crewman Yosa** were working in engineering when **Tuvok** attacked Yosa in a **Jefferies tube**. (*Starship Log: 'Repression'* [VOY]) **SEE FILES 29, 71**

Joxom

Irina's broad-shouldered copilot, whom she nearly killed as part of her plan to sabotage the 2377 **Antarean Transtellar Rally**. When Joxom could not fly, **Harry Kim** took his place. (*Starship Log: 'Drive'* [VOY]) **SEE FILES 18, 40, 71**

Jurot, Ensign

Betazed **U.S.S. Voyager NCC-74656** crew member. During *Voyager's* passage through **Devore Imperium** space, Jurot was hidden while Devore inspections were taking place. **Janeway** claimed the officer had died in a shuttle crash along with **Tuvok** and **Vorik**. (*Starship Log: 'Counterpoint'* [VOY]) **SEE FILES 29, 71**

Jye

Name of a humanoid species in the **Delta Quadrant** known for being good organizers, capable of making tough choices. The **Hospital Ship's** no-nonsense administrator, **Chellick**, was a Jye. (*Starship Log: 'Critical Care'* [VOY]) **SEE FILES 18, 71**

▶ **The Jye are a humanoid race with mottled skin and heavy brows that makes them rather ugly by human standards. They are renowned for their administrative skills.**

